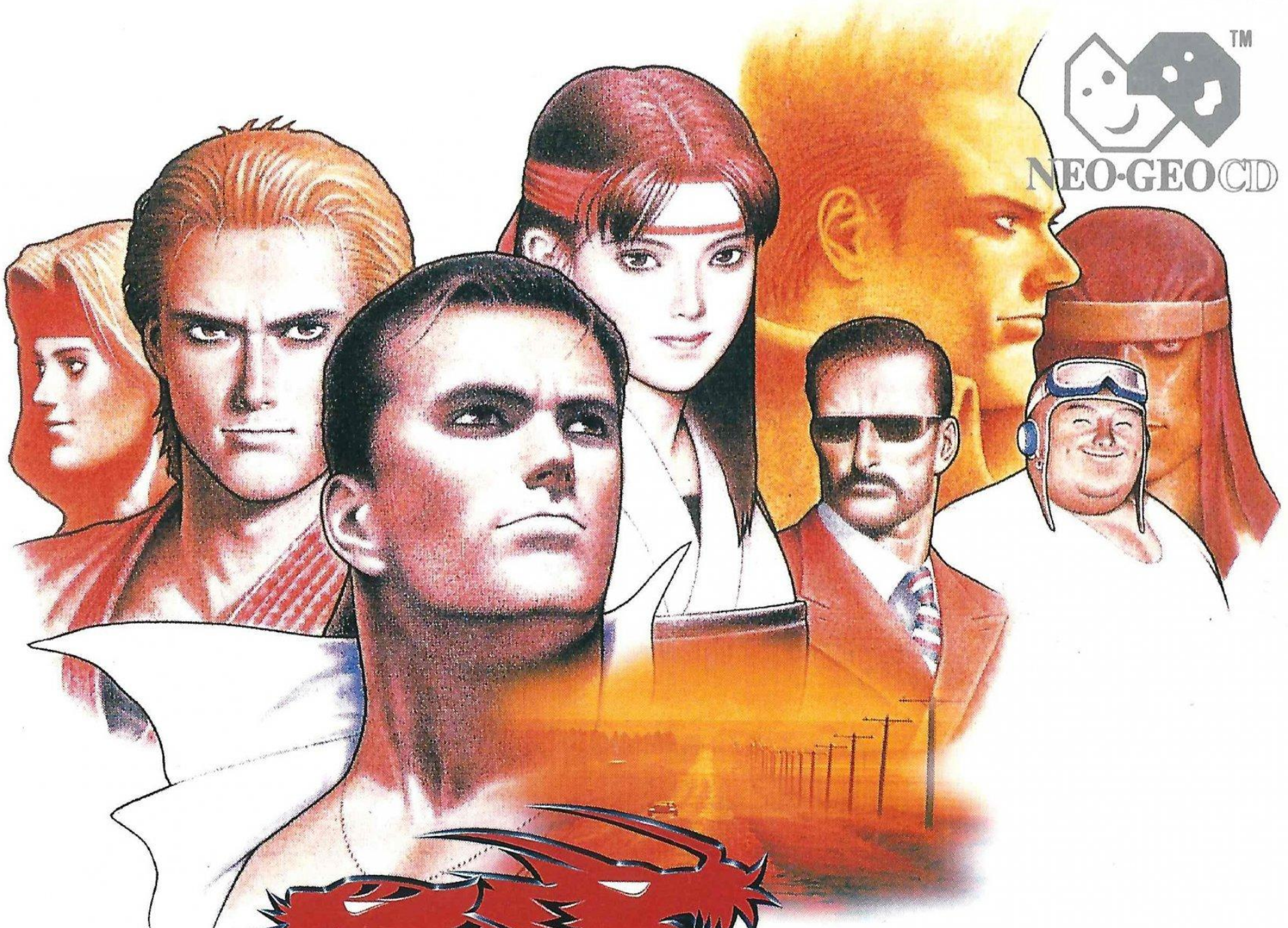
SNK

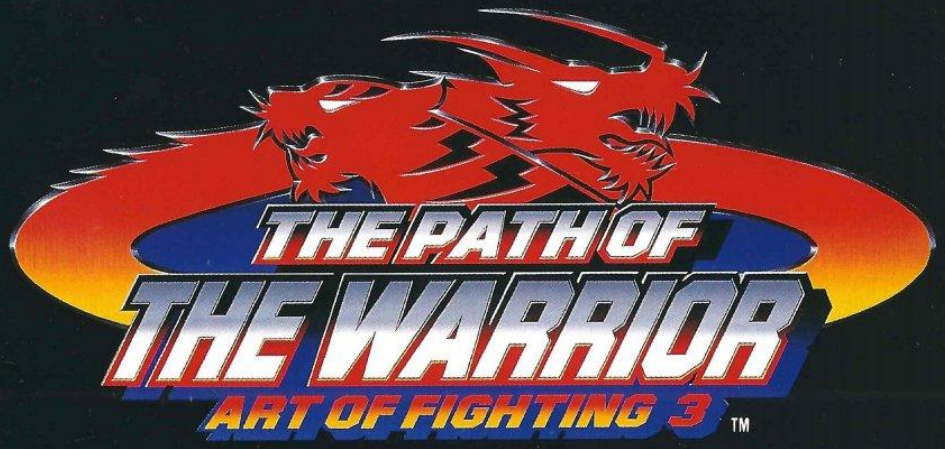
NEO·GEO CD™



THE PATH OF THE WARRIOR

ART OF FIGHTING 3™

NEO GEO
ADVANCED ENTERTAINMENT SYSTEM



THE PATH OF THE WARRIOR ART OF FIGHTING 3

(Honorable Customer) One big DOMO ARIGATO for your purchase of this CD-ROM version of "Art of Fighting-The Path of the Warrior." Before duking it out, be sure to feast your eyes on the contents of this informative and entertaining user's manual and learn how the pros play!

★You may want to look at your NEO GEO CD or NEO GEO CDZ console's manual during play, too, so dig it out of the closet. It's probably under those socks you were supposed to wash last August! Whew!

WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

●Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.

●Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing the NEO GEO system

●The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. SNK and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

VGDB

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop prés de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation,faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

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USING THE CONTROLLER 6
GAME SCREEN 7
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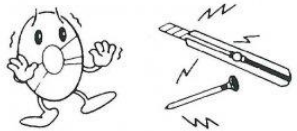
BASIC PLAYER MOVES 10
OPTION MODES 13
CHARACTERS AND COOL ATTACKS 14

NOTES ON THE NEOGEO CD DISK

This CD is designed Excluusively for NEO GEO CD Console. (Do not use it with musical CD players.) Before starting to play, read the notes below carefully and enjoy playing in proper way.

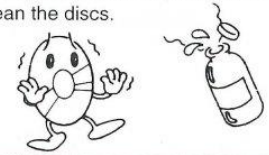
HOW TO HANDLE THE DISK

Do not scratch the surface of discs. Be particulary careful when putting in and taking out of the casse.

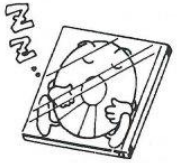


Do not write of paint, or place the stickers on the printed side of discs. It may result in the mis-reading of data. Do not bend on attempt modifications on discs.

Keep the reading side of discs clean. If it gets filthy, wipe on the surface with a soft and dry cloth in a straight motion from the center out. Do not use thirner or benzene to clean the discs.



When rest on use, keep discs in their protective cases. Avoid placing discs in damp areas or circumstances of high temperature.



THE BACK-UP MEMORY FUNCTION

Using the built-in Back-Up Memory of the NEO GEO CD CONSOLE, you can easily save and load data of the game. Don't miss to first format the back-up memory before any saving and loading.
※See "FORMATTING THE BACK-UP MEMORY" in the NEO GEO CD CONSOLE's instruction booklet.

■ To Save

After playing the game, "SAVE DATA" appears on the screen. Select "YES" with the joystick and confirm with the A Button to save data of the game. (Some titles have the function to save data automatically while playing.) Note that previous data will be deleted when new data of the same title is saved.

■ To Load

When data of the game has been already saved, "LOAD DATA" appears on the screen before the start of the game. Select "YES" with the joystick and confirm with the A Button. You can restart your game from the stage you left off.

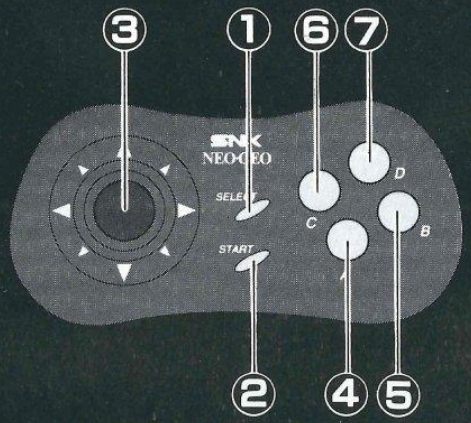
MEMU SELECTION AT TITLE SCREEN

At the TITLE Screen, you can select menus below. Select with the joystick and confirm with the A Button.

GAME START: Starts game.
TITLE DEMO : Demonstrates game title.
HOW TO PLAY: Demonstorates how to play game.
EXIT : Returns to Main Menu screen.

VGDB

USING THE CONTROLLER



❶Select Button
Pauses game play. (Push a second time to resume play.)

❷Start Button
Starts game, two-player play, and continue.

❸Joystick
Moves character and cursor (for making selections).

❹A Button...Punch. Game setting selections.

❺B Button...Kick

❻C Button...Body toss attacks

❼D Button...Raz attacks (Reduces opponent's Rage Gauge).

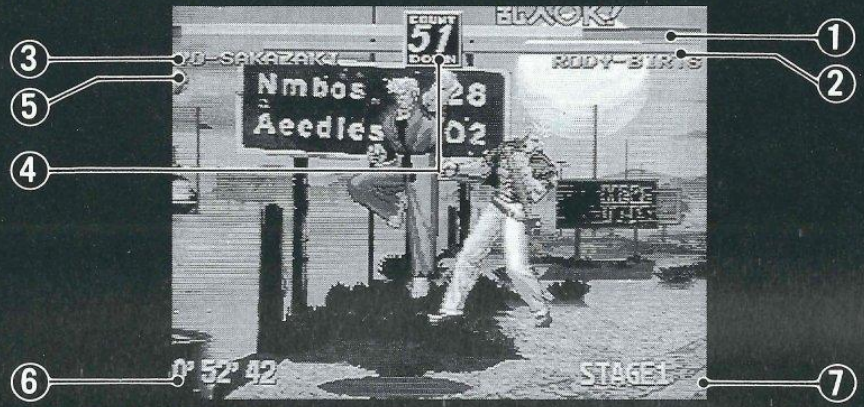
Increase Rage Gauge

Push down A, B, or C Buttons.

Increase Direct Rage Gauge

Push down C and D Buttons together.

GAME SCREEN



❶Power Gauge (When it reaches "0," you loose.)

❷Rage Gauge
(Decreases when Cool and Ultra-Cool Attacks are used.)

❸Character Name

❹Time (When it reaches "0," the round is over.)

❺Victory Mark

❻Time Attack Display (Displays elapsed game time.)

❼Current Round Number

※❻ & ❼ is for computer play only.

BEGINNING PLAY

Follow these steps to begin game play. (Move the joystick to make selections and push the A Button.)

① Tile Screen

Select GAME START with the Joystick and push the A Button.

② Menu Select

Select START with the Joystick and push the A Button.

③ Player Select

Select 1 of the 10 characters with the Joystick and push the A Button.

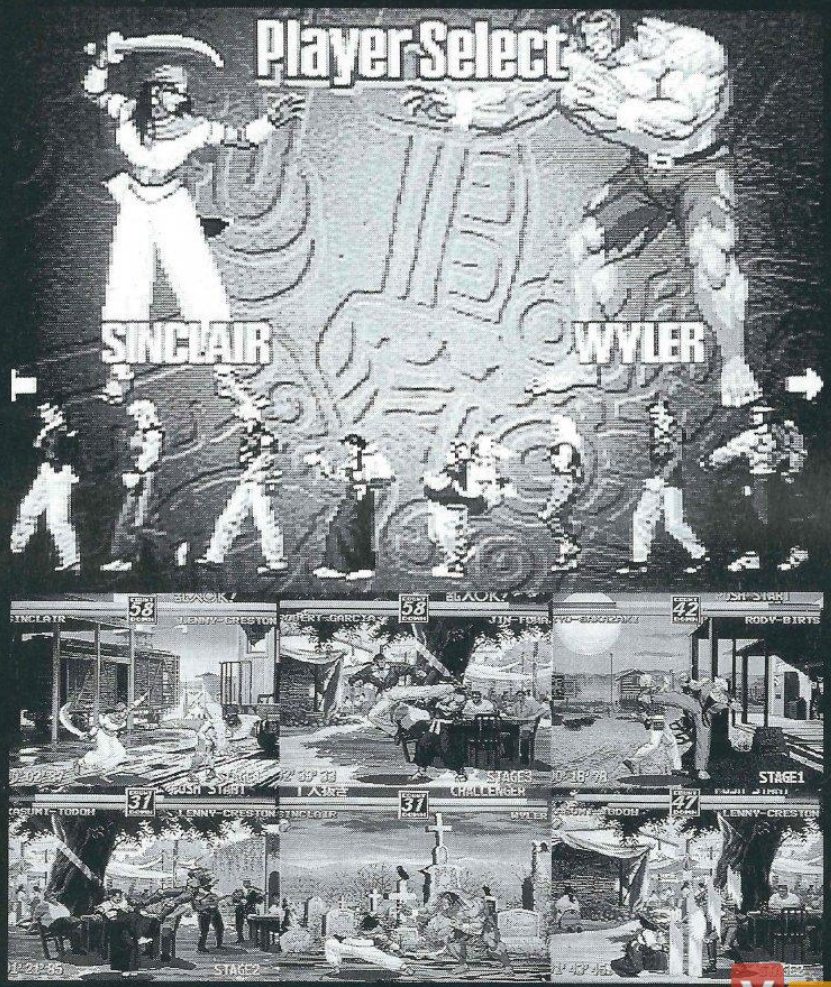
④ Begin the Game!

2 Player Battles and Cut-in Play

Pressing the Start Buttons of the 1-Player and 2-Player controllers lets you enjoy 2-Player Battles! Pressing the Start Button of the unused controller during 1-Player play activates Cut-In Play to enjoy 2-player battles, too.

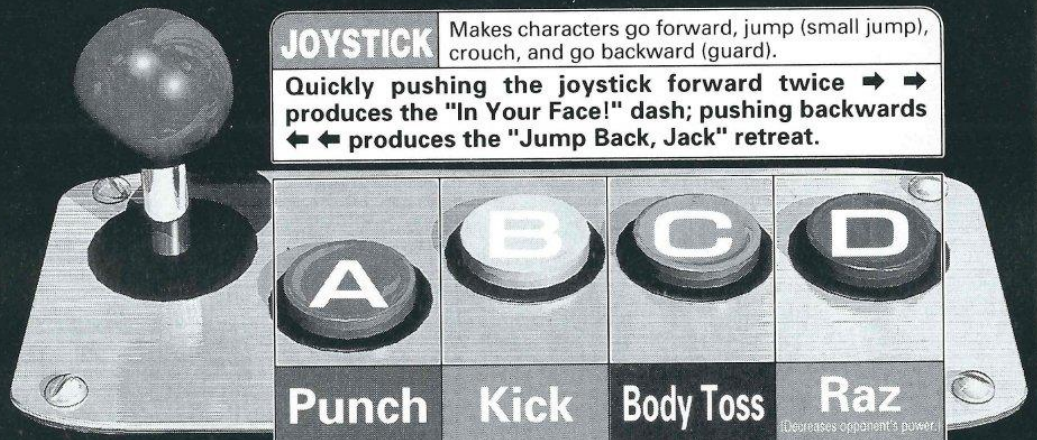
Continue

If defeated, the Continue Countdown will begin. To continue play, press the controller's Start Button before the countdown reaches "0."



BASIC PLAYER MOVES

●All joystick movements are for when characters are facing right. That's your right. Yeah, you playing the game!



JOYSTICK Makes characters go forward, jump (small jump), crouch, and go backward (guard).

Quickly pushing the joystick forward twice ➡ ➡ produces the "In Your Face!" dash; pushing backwards ⬅ ⬅ produces the "Jump Back, Jack" retreat.

Rage Gauge Builder...Push A, B, or C Buttons down.

Direct Rage Gauge Builder...Push C and D Buttons down together.

Medium Attack ↘ + A or B

Use punches with ↘ + A, or use kicks with ↘ + B. You can't escape these attacks cannot with crouch guards. So get off your knees, wimp! (Karman Cole can only use medium attack punches.)

Pursuit Attacks When your opponent is down, ↘ + A or B

When opponents have fallen, add extra damage with this little beauty.

Moving Whallop When attacked at close range, ⬅ + C

Avoid attacks and knock opponents on their backsides, too! Once down, deliver the coup de grâce with a damage-giving punch. (Watch yourself! Kasumi Todoh may turn the tables on you with this move!)

Body Toss Near opponent , ➡+ C

Grab your opponent and toss him or her into space.

VGDB

Rush Attack

➡ + A or B continuously

For repeated attacks, enter ➡ + A continuously for punches and ➡ + B continuously for kicks. Add a number of attack combos with various button combinations.

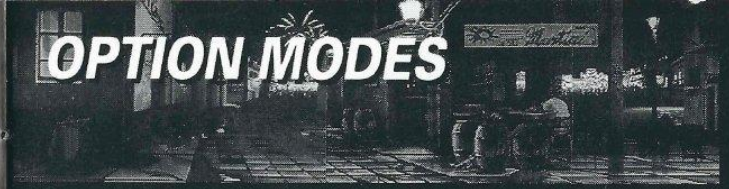
Heat Mode

When your character's power gauge drops below 1/4 power, enter the Heat Mode. Entering the Heat Mode makes your character flash red and increases attack power 20%. If your character's Rage Gauge exceeds 3/4 capacity, let those Ultra-Cool Attacks loose.

The Ultimate Knockout

ULTIMATE K.O.

Normally, the first character to win 2 rounds takes the match. Use the Ultimate K.O. and win a match in only 1 round. When both combatants have entered Heat Mode, and you opponent's power level is low, deliver an Ultra-Cool Attack and win it all!



OPTION MODES

On the Menu Select screen, move the Joystick up or down to select OPTION and push the A Button to call up the Option Menu. Move the Joystick up and down to select items and push the A or B Button to alter settings. To return to the Menu Select screen, select EXIT with the Joystick and push the A Button.

⬇

■ LEVEL

Select difficulty levels for computer battles. Difficulty increases sequentially from Easy to Normal to MVS to HARD.

■ ROUND

Select from 1, 3, or 5 rounds.

■ TIME

Select time limits from 30, 60, 90 seconds;or ∞ for no time limit.

■ LANGUAGE

Changes the language of screen messages (Japanese, English, Spanish, Portuguese).

■ DEMO CUT

Select ON to eliminate demonstrations during game play; select OFF to keep demonstrations running.

■ SIMPLE SELECT

Select ON to call up the simple player select screen; select OFF to return to the normal player select screen. (The simple player select screen allows speedier character selection. Simple, huh?)

■ VS STAGE

Select your favorite from the 10 fighting stage backgrounds for 2-player battles. (Selecting OFF preserves automatic random stage selection.)

ROBERT GARCIA

First son of Italy's powerful financial clique, the House of Garcia, and Kyokugen Karate warrior. Refusing his father's wishes, the wild and crazy Robert pursues freedom above all. One fine day, he meets his childhood sweetheart, Freia. Promising to take Freia to the home of the mysterious Wyler, the two venture to Grasshill Valley and a dark destiny.

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Ryu Geki Ken : ↓↘→ + A or C
- Haoh Sho Koh Ken : →←↙↓↘→ + C
- Great Spirit Kick : →←→ + B
- Legs of Flying Heat : ↘→ + B
- Dragon God Kick During Jump, ↓↙← + B
- Dragon Cut Crunch :
- On the 3rd punch of a Rush Attack, ↖ or ← + B
- Dragon Fang : →↓↘ + A or C

Cool Attacks

- Back Blow : ← + A
- Burning Knuckle : A and B together

Combinations

- → + A, → + A, → + C, → + B
- ← + B, ← + B, ← + B
- ↘ + B, B, B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- Dance of Mayhem : →←↙↓↘→ N + B

※N = Neutral position

RYO SAKAZAKI

Robert's close friend and rival. Successor to the Kyokugen school of Karate, Ryo rushes to help his friend at Grasshill Valley after a shocking phone call. Seized by a nervousness unforeseen, the doorbell rings. Opening the door, he comes face to face with the dreaded agent of the House of Garcia...

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Breath of the Tiger : ↓↘→ + A or C
- Flaming Tiger Attack :
- When opponent is down, ↓↙← + A
- Haoh Sho Koh Ken : →←↙↓↘→ + C
- Thresher Punch : →←→ + A
- Legs of Flying Heat : ↙→ + B
- Tiger Blast : →↓↘ + A or C

Cool Attacks

- Step Back Smacker : A and B together
- Wind Shear Kick : ← + B

Combinations

- → + A, → + A, → + C
- → + B, → + B
- ↘ + B, C

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- Dance of Mayhem : →←↙↓↘→ N + B

※N = Neutral position

RODY BIRTS

On the outside, a private detective from Southtown. But actually he's a gonzo bounty hunter with a taste for cash. One day, he gets a request from his friend Lenny to help her find a woman named Freia in Grasshill Valley. His reply: "Grasshill Valley? Out in the country. Yah mean barns, and stuff? Gimme a break!"

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Revolving Rodster : ↓↘→ + A or C
- Middle Impact T&T : ↓↘→ + B
- Deception Impact 1-2 : Near opponent, →←→ + A

Cool Attacks

- Rapid Rod : A and B together
- Overswing : ← + A

Combinations

- → + A, → + B
- → + A, → + A, → + C
- → + A, → + A, → + B, → + B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- Hyper Ton Fa : → ←→ ←→ + C

KASUMI TODOH

Daughter of Ryuhaku Todoh, ancient martial arts master. Several years before, Ryuhaku disappeared in the U.S. after his defeat at the hands of Ryo Sakazaki. Unable to receive permission from her mother to search for her father, Kasumi steals out of the house. What awaits her is a journey of enlightenment...and danger.

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

Todoh Multi-Layer Crunch : ↓↘→ + A

Todoh Lightning Blast : ↓↙←+ A

Cool Attacks

Double Punch Bomber : →→ + A

Flying Spear : →→ + B

Combinations

→ + A, → + A, → + C

→ + A, → + B

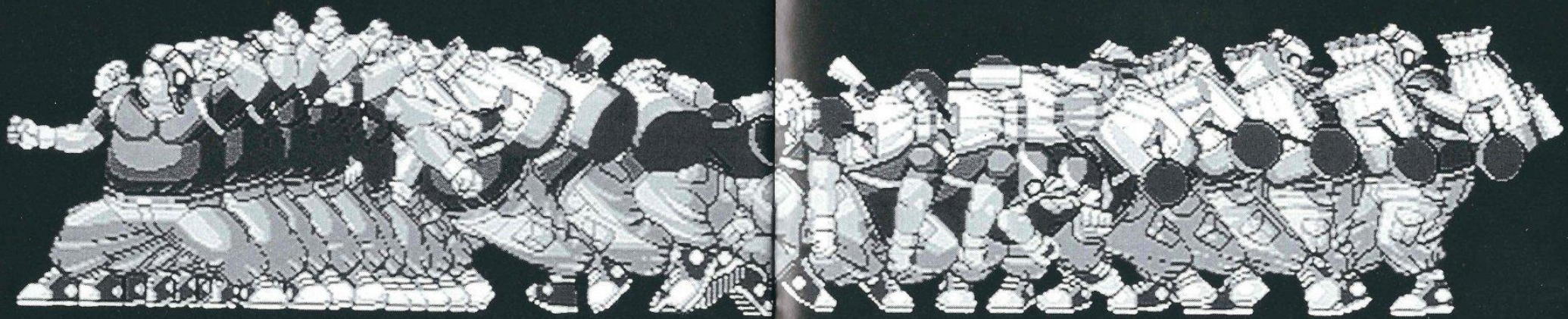
→→ + A, ↓ + B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

Todoh Secret Press Slam : ←→↘↓↙← + A

WANG KOH SAN

With his trusty pelican sidekick Hoeh-Hoeh, this artist wanders the world in search of the ideal subject. Master of the lost martial art of Shin-i Roku-goh Ken, he finds it's time to call on his powers to rescue Hoeh-Hoeh from a mysterious couple in Grasshill Valley. "Leave my Hoeh-Hoeh alone!" he cries.



Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

Flying-Stone Head Butt : ➡⬇↘ + A
Landmine Butt Blast : ⬇⬇ + A
Invincible Storm Warrior Blast : ⬅↙⬇↘➡ + B

Cool Attacks

Divine Wrath Blast : A and B together
Head Thrust Crush : ↘ + C

Combinations

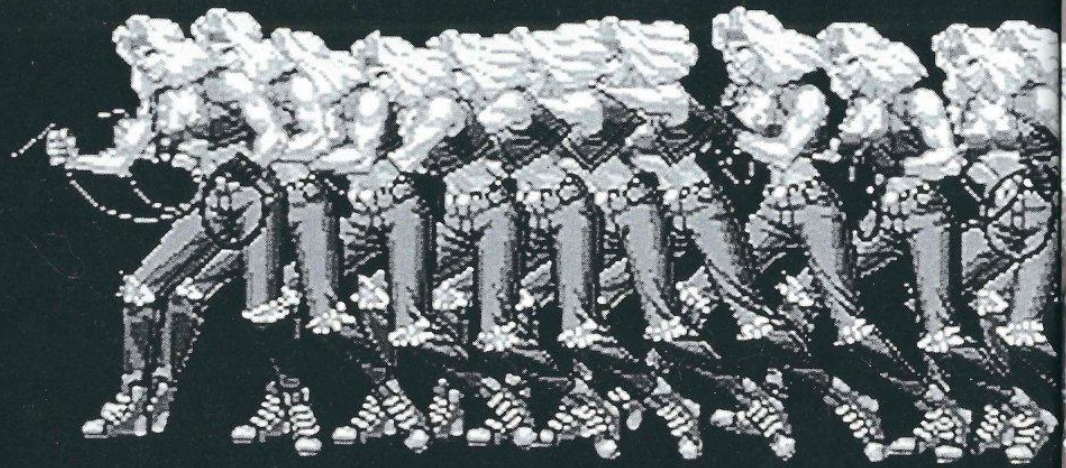
➡ + A, ➡ + B, ➡ + B
➡ + A, ➡ + B, ➡ + C
↘ + C, ⬇ + B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

Super-Secret Wild Slapper : ⬅➡➡ + C

LENNY CRESTON

Freelance journalist by day, and Rody's unofficial partner by night. After receiving a request from Wyler to find Freia, she immediately passes on the info to her old friend Rody. "Stop whining. You'll love the country. See ya there!"



Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Flick Shot : ↓↘→ + A
- Whip Lash : →←→ + A
- 4 Swish Rave : ↓↙← + A

Cool Attacks

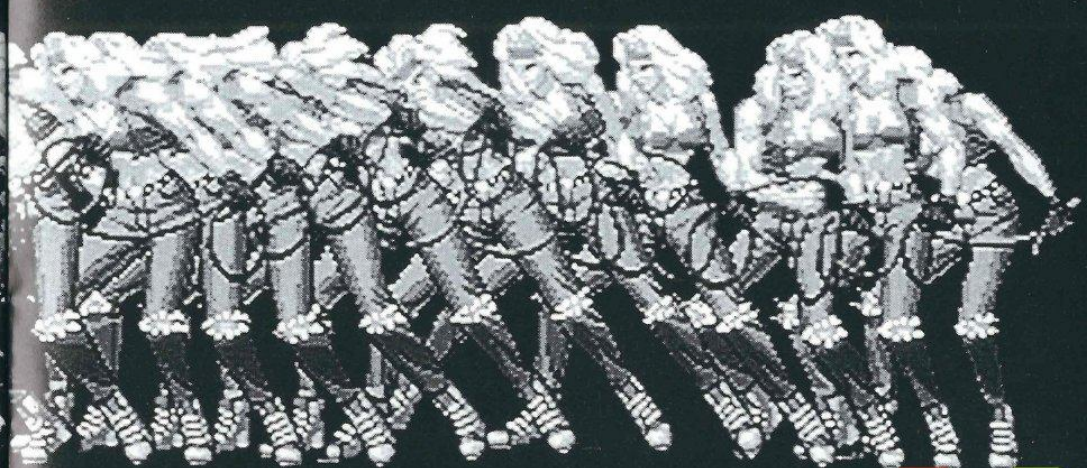
- Low Somersault : ← or ↖ + B
- Chest Pump : →→ + B

Combinations

- →+A, →+A, →+C
- →+A, →+B
- →+A, →+A, ←+B

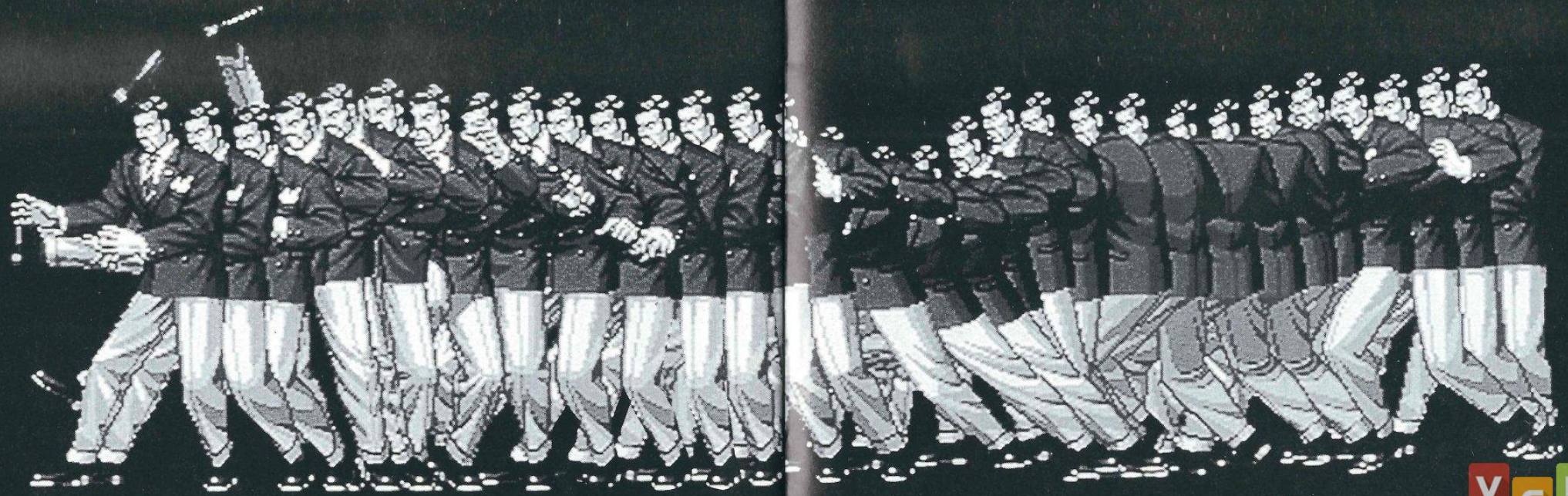
Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- Freak Break : →←↙↓↘→ + C



KARMAN COLE

Special agent of the House of Garcia. At the request of Robert's father, he travels to retrieve the head-strong boy and bring him back home. First stopping at Ryo's house, he hears of Robert's destination. With Ryo, he heads toward Grasshill Valley.



Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Heftygar Shutosu Agriffe : ↓↙←→ + A
- Gebartigar Fustricht von Oben : ↓↘→ + B
- Quick Under Straight : →←→ + A
- Quick Back Knuckle : →←→ + B

Cool Attacks

- Straight Dodge : ← + A and C together
- Highpoint Heel : ← + B

Combinations

- → + A, → + A, → + B
- A and B together, → + A
- ← + B, B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

Aufeinander Folgerte Bürfe :
→↘↓↙← (twice) + C

JIN FUHA

Fellow pupil alongside Eiji Kisaragi and his sworn rival. After Eiji was chosen to succeed as leader of the ancient ninja clan, Jin left the ninja sanctuary swearing revenge. To defeat Eiji, he traveled the world in training. And now he is betting to find Eiji in Greenhill Valley.

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Flowing Shadow Hurt : ↓↘→ + A
- Wind Guillotine : ↓↙← + A
- Wild Bull Gore : →←↙↓↘→ + C
- Ninja Concealer : ↓↙← + B

Cool Attacks

- Split Kick Slamdown : A and B together
- Fuha Twister Kick : →→ + B

Combinations

- → + A, → + A, → + C
- → + A, → + B
- → + B, → + B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- War God Soar : ↓↓ + C

SINCLAIR

The mysterious amazon whose fighting style combines savage swordsmanship and dastardly dancing. She hangs over the powerful Wyler like ugly on an ape, protecting him from the forces of evil (good?). In the infamous Grasshill Bar, she is known for settling all accounts at the nightly fighting bouts held by Wyler.

Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

- Vision Cutter : ➡ ⬅ ➡ + A
- Revolving Sword Slicer : ⬇ ↙ ⬅
- Diving Sword: ⬇ ⬆ + A

Cool Attacks

- Switch Back Sword : ⬅ + B
- Turning Stab : ⬅ + A B together

Combinations

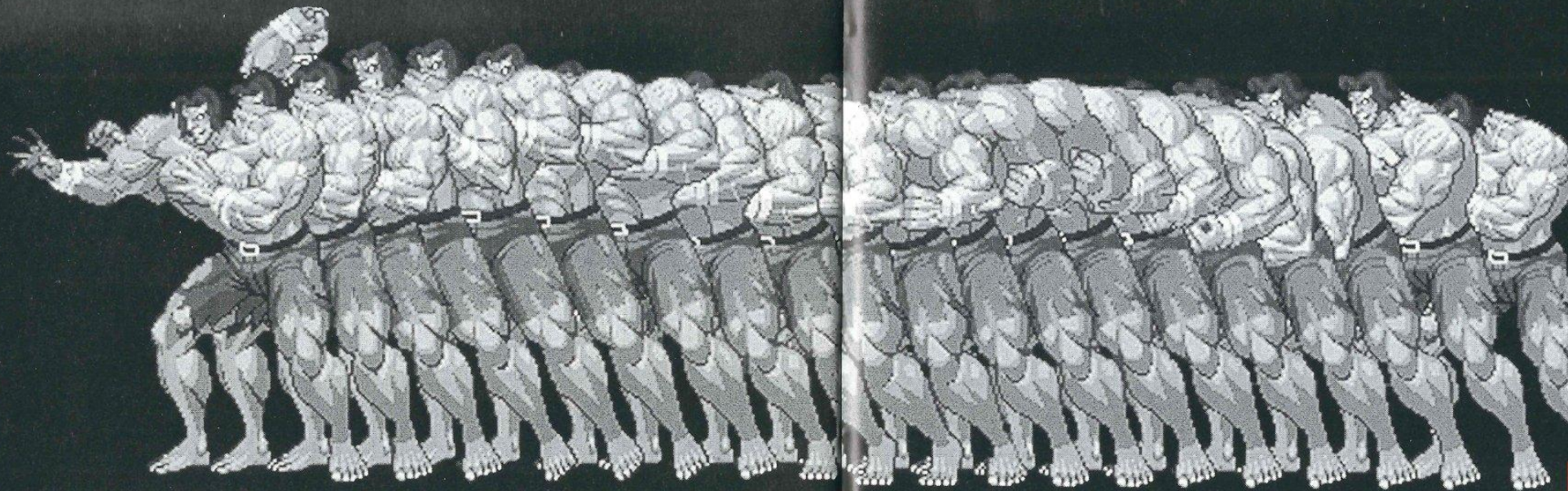
- ➡ + A ; during the 2nd and 3rd rush punch, ⬅ + B
- ➡ + A ; during the 2nd and 3rd rush punch, B

Ultra-Cool Attack (When the Power Gauge drops below 1/4, and the Rage Gauge exceeds 3/4.)

- Hyper Aura Slicer : ➡ ⬅ ↙ ⬇ ↘ ➡ + A

WYLER

The fifth generation of the most famous of the Grasshill families, he works to get his hands back on his lifetime love, the tempestuous Freia. Little does anyone know, his true aim is to retrieve important scientific data taken away by Freia's father. To realize his dark ambitions, he becomes...



Special Command Chart (All descriptions apply to movement left to right.)

Special Attacks

Lead Shoulder : ➡ ⬅ ➡ + A
Blackout : ⬇ ↘ ➡ + A
Orbit Toss: ⬇ ⬆ + A

Cool Attacks

Accost Kick : ⬅ + B

Combinations

➡ + A, ➡ + A, ➡ + C
➡ + B, ➡ + B

Ultra-Cool Attack

Sorry, Wyler just doesn't have one.
And according to him, he doesn't need one.
What a guy!

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

●Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.

●Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE·EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

VGDB

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen,möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

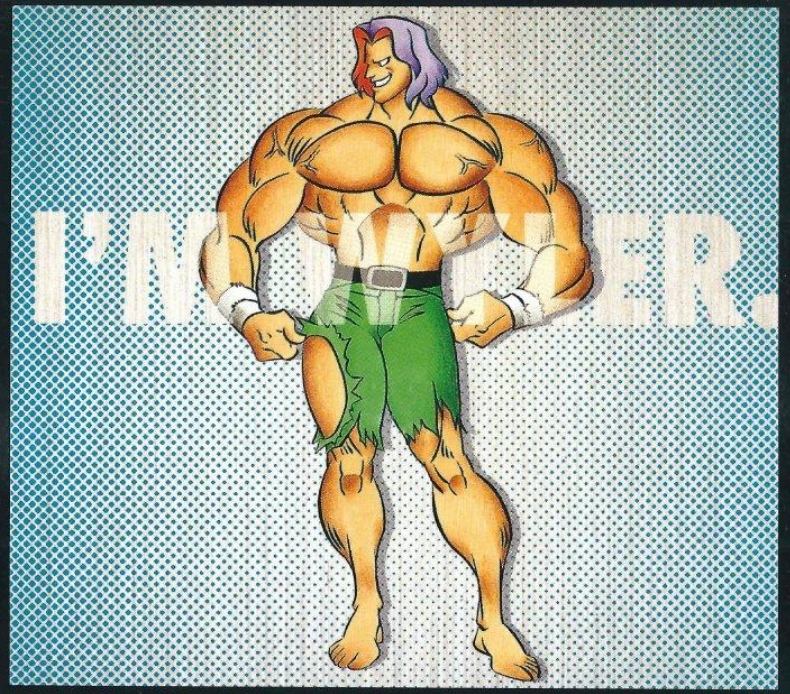
●Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!

●Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

●Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!



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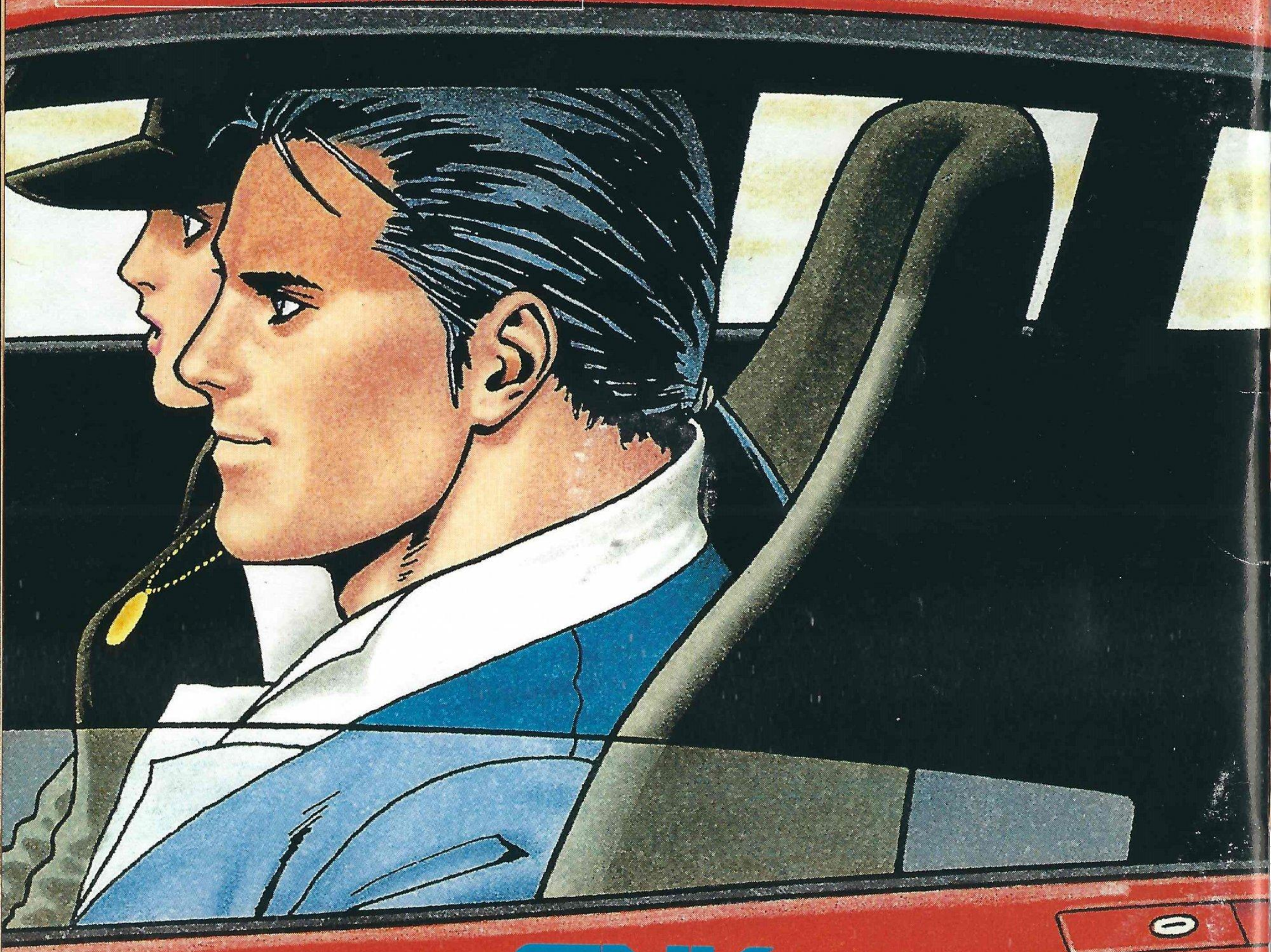

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